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FATAL FURY™

SNS-GN-USA

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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TAKARA® FATAL FURY TM 1991 SNK

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TABLE OF CONTENTS

TABLE OF CONTENTS 1
GAME STORY 2
OPERATING THE CONTROLLER 3
USING THE CONTROL PAD 4
STARTING THE GAME 5
ABOUT EACH MODE 6
OPTION MODE 7
TWO-PLAYER MODE 8
HOW TO PLAY 9
WHAT YOU SEE ON SCREEN 10-11
MEET THE FIGHTERS 12-26
CONTINUE AND BONUS STAGE 27
IN SEARCH OF THE CHAMPIONSHIP 28
CONQUER THE KING OF THE FIGHTERS! 29
USING A FIGHTER'S SPECIAL SKILLS 30-33
WARRANTY 34

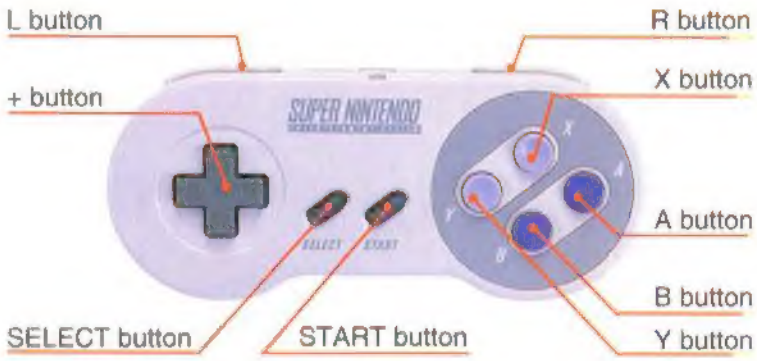
GAME STORY

South Town is ruled by three things: Violence, Money, and Power. All under the control of the evil and brutal Geese Howard.

Brothers Terry and Andy Bogard have good reason to hate Geese, as he is responsible for the untimely death of their father, a former great martial arts expert.

Their chance comes with the King of the Fighters Tournament. It is the ultimate gathering of fighters from all over the World, experts in all the different techniques of the martial arts. Sponsored by Geese, who will also participate as a fighter, the brothers have teamed up with their friend Joe Higashi, a Mu-e-tai Champ. Now is the perfect time for Terry and Andy to seek their revenge!

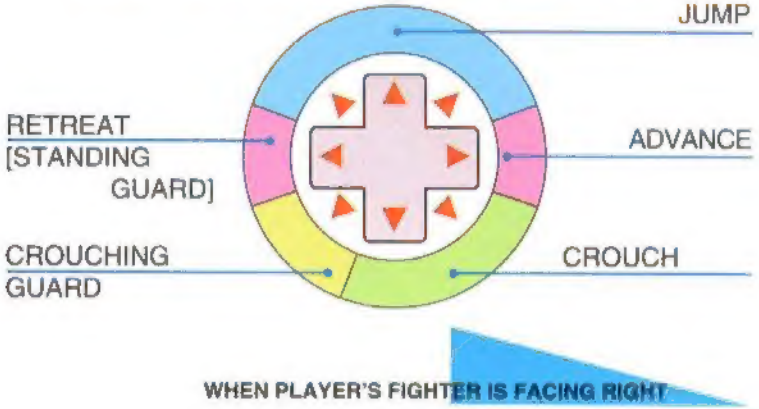
OPERATING THE CONTROLLER



- **+ CONTROL PAD** Moves a fighter towards and away from opponent. It also enables leaping, crouching and defensive positions.
- **A BUTTON** THROW
- **B BUTTON** KICK
- **Y BUTTON** PUNCH
- **START BUTTON** Starts the game, and is then used to pause game during play.*
- X, L, R and Select are not used.

Basic + CONTROL PAD operations are the same for all fighters, but button combinations differ between them.

USING THE CONTROL PAD



You can guard against an enemy by pressing the + CONTROL PAD towards RETREAT. This cannot be used while attacking.
[MICHAEL MAX can not jump]

THERE ARE TWO DEFENSIVE POSITIONS

STANDING GUARD

Use this to protect against jumping and high-level attacks. Not a suitable defense from low-level attacks.

CROUCHING GUARD

Use this to protect against high and low-level attacks. Will not protect player from an enemy's jump attacks.

STARTING THE GAME

Insert the game pak into your Super Nintendo Entertainment System and turn the power on. The FATAL FURY title screen will be displayed, followed by the Game Mode Selection screen.

You may now choose to play the CHAMPION BATTLE or STREET FIGHT modes, or enter the OPTIONS menu.

ABOUT EACH MODE

CHAMPION BATTLE

Choose one of the three heroes (Terry, Andy, Joe Higashi) and prepare to take on ruthless opponents in martial arts mayhem! Each challenging stage will bring you closer to the final and ultimate battle against Geese Howard. To select your hero, move among the three with the + CONTROL PAD, and decide by pressing the B BUTTON.

The STAGE screen will now appear. Choose from one of four areas to begin - the POW POW CAFE, SOUND BEACH, HOWARD ARENA, or WEST SUBWAY (following Stages will be automatically selected). Now press START to begin.

* Fighters in subsequent Stages increase in strength, so take on weaker opponents as soon as possible

OPTION MODE

Choose an item by pushing up and down on the + Control Pad, and then alter the setting by pushing left or right.

GAME DIFFICULTY: Choose any of 8 increasingly difficult levels.

GAME TIME: Sets the countdown timer for each round. There is no time limit if set to ∞.

CONTINUE: Sets the number of Continues. A CONTINUE will allow you to try again from the stage last played - even if you lose the game.

BUTTON CONTROL: You can change and rearrange the three buttons used for Punch, Kick, and Throw into any order desired. Choices are made by pushing up/down with the + Control Pad, choosing the item and then pressing the button you now want to use.

RETURN TO THE GAME SELECTION SCREEN BY PRESSING THE START BUTTON

TWO-PLAYER GAME

STREET FIGHT MODE

The STREET FIGHT MODE lets you battle against another player. One player selects from among Terry, Andy, or Joe Higashi, while the other player can choose from the same three or any of the other 11 fighters. In the case of both players choosing the same fighter, a handicap can be adjusted onscreen after the fighter is selected.

STREET FIGHT

One player selects from the 3 heroes, while the other player can select from any of the 11 total fighters (which includes the heroes too). The Battle Stage is then chosen and the game begins.

After the match is over, the loser may choose the same or another fighter and try again.

HOW TO PLAY

RULES FOR THE KING OF THE FIGHTER'S TOURNAMENT

A fighter must defeat his opponent in 2 out of 3 rounds to be decided the winner and advance to the next stage. Each round consists of 45 seconds (which can be changed in the OPTION menu), and there is a short interval between rounds which restores both fighters energy level to 100%. If no one has bit the dust when the counter reaches zero, the one with the most energy remaining wins. If neither player can win two rounds, the game is over.

WHAT YOU SE E ON SCREEN

①**SCORE FOR PLAYER 1**
②**SCORE FOR PLAYER 2**
③**LIFE GAUGE FOR PLAYER 1**
Round is lost when life gauge runs out.
④**LIFE GAUGE FOR PLAYER 2**
Indicates state of health for player 2 or Computer (When in 1 player vs. Computer mode)

⑤**WINNER OF ROUND**
The round indicator will light up to show the winner of the round. Winning two rounds lights up the second dot and the winner clears the stage.
⑥**TIME SCORE**
Displays the remaining time of round.

MEET THE FIGHTERS

TERRY BOGARD

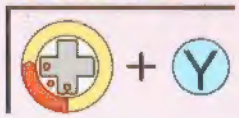
Born in South Town, Terry was raised to emulate his father's legendary fatal fighting techniques in the martial arts. He returns after 10 years of training to defeat his late father's arch enemy, Geese Howard. Is he man enough to win this fateful battle?

TERRY'S FAVORITE TECHNIQUES

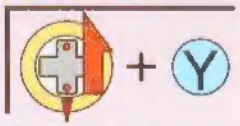
The awesome punching power of the "BURN KNUCKLE" accents all the strength in Terry's fist - driving repeatedly and relentlessly at the enemy.

When fighter is facing right

BURN KNUCKLE



SLAM ATTACK

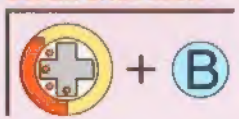


Hold down, then press up

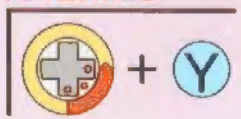
A MARTIAL ARTS EXPERT

Data: Terry Bogard,
Born 3/15/71,
Height 6'1",
Weight 165 lbs.

SUPER SHOT KICK



POWER WAVE



ANDY BOGARD

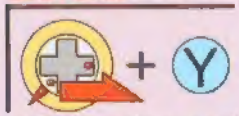
Terry Bogard's younger brother. While a fair fighter, Andy's slight stature kept him from being as strong as his brother, using the skills that they were both taught. After his father's death, Andy left for Japan - where he learned the special 'Kop-po' fighting technique. He returns to South Town for a double purpose; to avenge his father's death, and to show that he can 'beat' his big brother in a fair fight.

ANDY'S FAVORITE TECHNIQUES

'BODY SPIN' is a special skill that is part illusion. It is said to be able to even cut through shadows. A lost technique from Kop-po.

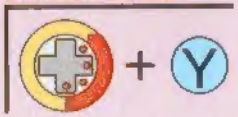
When fighter is facing right

BODY SPIN



Hold down bottom-left diagonally, then right

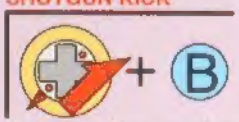
DRAGON BULLET



THE SKILLS FROM KOP-PO TURN HIS ENTIRE BODY INTO A LETHAL WEAPON

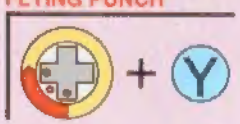
Data: Andy Bogard,
Born 8/16/72,
Height 5'8",
Weight 147 lbs.

SHOTGUN KICK



Hold down bottom-left diagonally, then up to the right

FLYING PUNCH



JOE HIGASHI

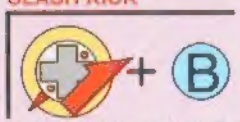
As a Japanese Mu-e-tai Champ, Joe Higashi carved himself a strong reputation both in Japan, and in the home of the style, Thailand. The key to his technique is the 'SLASH KICK' - which has tremendous power. Joe risks being expelled from the Mu-e-tai Association for his participation in the King of Fighters Tournament.

JOE HIGASHI'S FAVORITE TECHNIQUES

The 'SLASH KICK' is an original technique that excels in speed and destructive power!

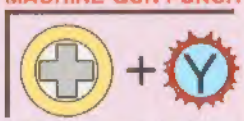
When fighter is facing right

SLASH KICK



Hold down bottom - left diagonally then up to the right

MACHINE-GUN PUNCH

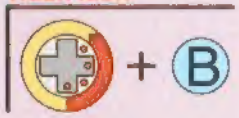


Hit Button repeatedly

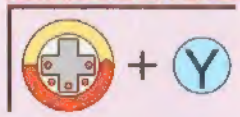
YOUNG MU-E-TAI CHAMP

Data: Joe Higashi,
Born 3/12/72,
Height 6',
Weight 158 lbs.

TIGER KICK



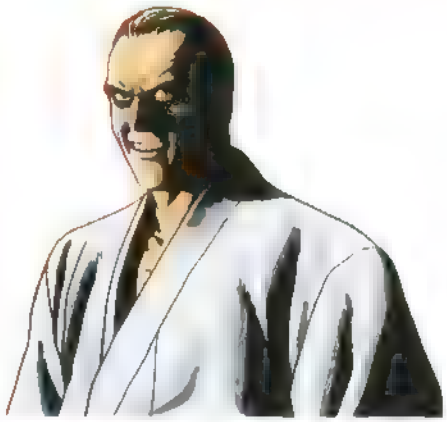
HURRICANE UPPERCUT



GEESE HOWARD
(ANCIENT MARTIAL ARTS)

Stage: Geese Building
Data: Geese Howard,
Born 1/21/53, Height 6'1",
Weight 180 lbs.

The sponsor of the King of the Fighters Tournament. Geese Howard controls all that is vice and corruption in South Town. His fighting skills encompass many styles including the ancient martial arts learned in Japan. Combining this strength with that of the American style of martial arts, Geese's only obstacle between him and total control of South Town was Jeff Bogard. Luring Bogard into a trap, Geese disposed of his rival and today rules South Town with an iron hand. Will anyone be able to stop him?

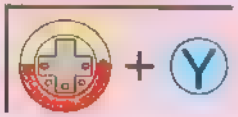


GEESE'S FAVORITE TECHNIQUES

The 'VIOLENT WAVE' is a favorite technique of Geese It sends a ferocious shock wave from his arms that can destroy anything in its path It's similar to Terry's Power Wave' except it is many times stronger.

When fighter is facing right

VIOLENT WAVE



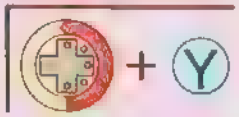
MICHAEL MAX
(BOXING)

Stage: Sound Beach
Data: Michael Max,
Born 9/17/66,
Height 5'11",
Weight 204 lbs.

A professional boxer who disdains rules, Max would rather battle to the death than just punch out his opponent. He aims to win the King of the Fighters Tournament using his dangerous 'TORNADO UPPERCUT' and powerful defense tactic, the 'Step Away'.

When fighter is facing right

TORNADO UPPERCUT

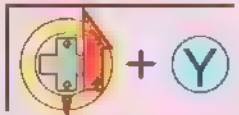


RICHARD MYER
(KAPO-ERA)

Stage: Pow-Pow Cafe
Data: Richard Myer,
Born 2/22/62,
Height 6'2",
Weight 174 lbs.

Myer is an expert in 'Kapo-era' a technique that focuses attack power through multiple kicks. He has come to the tournament to show everybody just what his fighting style can do. He also makes a living by managing a restaurant called the Pow-Pow Cafe. The irregular rhythm of his style is hard to anticipate.

HAND-STAND KICK



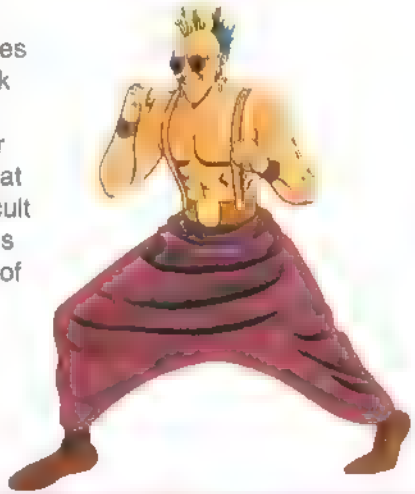
Hold down, then press up
When fighter is facing right

When fighter is facing right

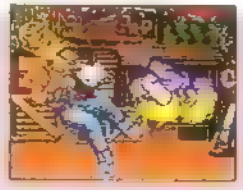
DUCK KING
(MARTIAL ARTS)

Stage: West Subway
Data: Duck King,
Born 2/22/67,
Height 6'3",
Weight 136 lbs.

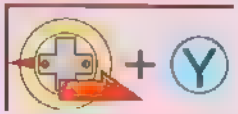
While gifted with quick moves and fighting ability, the Duck King could never outfight Terry. So he trained harder in a 'street-dancing' style that moves so fast that it is difficult to block. His hitting power is considerably less than that of the other fighters, but he makes up for it with rapid attacks



When fighter is facing right



HEAD SPIN ATTACK



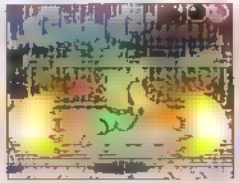
Hold down to Retreat, then hit right

TUNG FU RUE
(TAI-KYOKU-KEN)

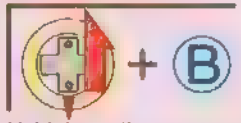
Stage: Howard Arena
Data: Tung Fu Rue,
Born 4/14/24,
Height 5'5",
Weight 101 lbs.

Mysterious and seemingly harmless, he was Sensei (teacher) to Terry and Andy's father long ago. He is certain that Geese is responsible for his student's demise, and is fighting in the Tournament so as to get a chance to confront Geese. With secret techniques at his disposal, Tung Fu Rue is extremely dangerous. Only he can transform into a monstrous shape of deadly force.

When fighter is facing right



HURRICANE KICK



Hold down, then press up

HWA JAI

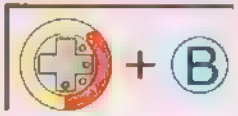
(Mu-e-tai)

Stage: The Happy Park
Data: Hwa Jai, Born 6/24/64, Height 6', Weight 154 lbs.

Having lost the Mu-e-tai championship to Joe Higashi, Hwa Jai now dreams of being acclaimed as the greatest fighter of all. His 'DRAGON KICK' technique is such a crazed weapon that other fighters think he is no longer sane.

When fighter is facing right

DRAGON KICK



RAIDEN

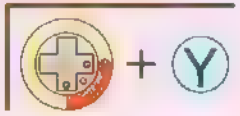
(PRO-WRESTLING)

Stage: Dream Amusement Park
Data: Raiden, Born 3/3/64, Height 6'9", Weight 462 lbs.

Once a legitimate professional wrestler, Raiden now prefers the violence of fighting without rules! The Tournament is his chance to take out his constant anger - by maiming other fighters - so he has disguised his true identity. As if his mighty bulk wasn't enough, he can also blow a 'POISON FOG' from his mouth that is overpowering!

When fighter is facing right

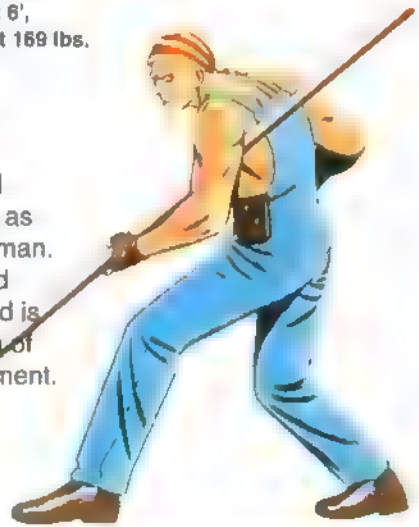
POISON FOG



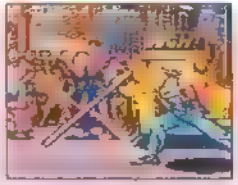
BILLY KANE
(JAVELIN USER)

Stage: Southtown Village
Data: Billy Kane, Born 12/25/67, Height 6', Weight 169 lbs.

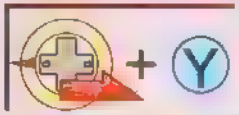
An absolute master with the javelin, Kane is called 'the Walking Weapon'. Banished from Greece, he now serves as Geese Howard's right-hand man. He is even more ruthless and inhuman than his master, and is also the defending champion of the King of Fighter's Tournament.



When fighter is facing right



TORNADO JUMP STICK



Hold to reverse, then push forward

CONTINUE AND BONUS STAGE

ABOUT CONTINUE

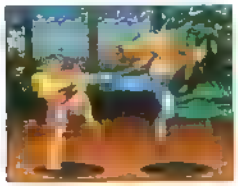
Losing a match doesn't mean the end of the game, if you've got a Continue. To use it, press the Start button before the time limit displaying on the screen runs out. A new fighter can be chosen, and the match just lost can be fought again. Pressing any other button will cause the countdown to go faster.

PLAYING THE BONUS STAGE

After successfully winning a match, you enter the Bonus Stage. Large rubber tires will bounce in at you from the left and right sides of the screen. A timer will count down as you try and smash them in return for points added to your score You will also receive more points if you use the fighter's special skills to destroy the tires.

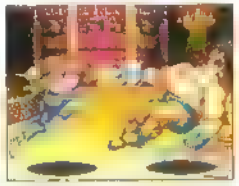
IN SEARCH OF THE CHAMPIONSHIP

FATAL FURY GAME TECHNIQUES



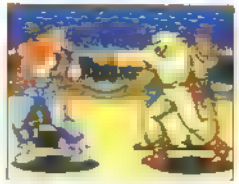
Use GUARD positions to protect yourself against an enemy's attack. Just remember that you can't win by only being on the defensive - you must fight also!

Each fighter's SPECIAL SKILLS are very powerful, and can often cause much damage even if the other fighter is defending against it. Mastering a fighter's special skills is essential to victory!

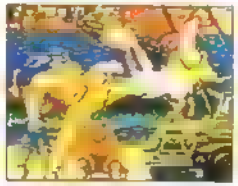


CONQUER THE KING OF THE FIGHTERS!

Attack furiously and without mercy. Knocking your opponent down isn't enough - he must not be allowed to retaliate. Only by fighting fast and hard can you defeat him and become the winner.



KNOW YOUR OPPONENTS



Each of the 11 fighters have their own special skills and stamina. Understanding their powers and abilities will make it possible to guard against their attacks and defeat them.

USING A FIGHTER 'S SPECIAL SKILLS

TERRY BOGARD

BURN KNUCKLE + Y

SLAM ATTACK — Push down on Control Pad, then hit up + Y

SUPER SHOT KICK + B

POWER WAVE + Y

ANDY BOGARD

BODY SPIN — Hold pad down to bottom left, then push right + Y

DRAGON BULLET + Y

SHOTGUN KICK — Hold pad down to bottom left, then push up diagonally + B

FLYING PUNCH + Y

JOE HIGASHI

SLASH KICK — Hold pad down to bottom left, then push right + B

MACHINE GUN PUNCH — Hit Y Button repeatedly + Y

TIGER KICK + B

HURRICANE UPPERCUT + Y

MICHAEL MAX

TORNADO UPPERCUT + Y

RUSHING PUNCH — Hit Y Button repeatedly + Y

RICHARD MYER

HAND-STAND KICK — Hold Pad down, then push up + Y

ROLLING KICK + B

Use above when the fighter is facing right, reverse when facing left

USING A FIGHTER'S SPECIAL SKILLS

DUCK KING

HEAD SPIN ATTACK — Hold Pad down toward 'RETREAT', then push forward + Y

BACKDROP + A

TUNG FU RUE

HURRICANE KICK — Hold Pad down, then push up + B

HURRICANE PUNCH — Hold Pad down toward 'RETREAT', then push forward + Y

HWA JAI

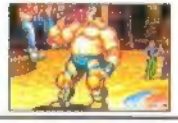
DRAGON KICK + B

BACK-BREAKER + A

RAIDEN

POISON FOG + Y

NECK CHOKER + Y



BILLY KANE

TORNADO JUMP STICK — Hold Pad down toward RETREAT, then push forward + Y

MACHINE GUN STICK — Hit Y Button repeatedly + Y

GEESE HOWARD

VIOLENT WAVE + Y

NECK CHOKER + Y

Use above when the fighter is facing right, reverse when facing left

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INSTRUCTION MANUAL TEXT
WRITTEN BY : MARSHAL M. ROSENTHAL/NYC.

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